**AMENDMENTS TO THE CLAIMS** 

This listing of claims will replace all prior versions and listings of claims in

the application.

**LISTING OF CLAIMS** 

16. (currently amended) A method for distributed remote network monitor (dRMON) in

LAN comprising:

deploying dRMON agents within ESs to be monitored, said dRMON agents

implementing RMON functional groups but only capturing and analyzing packets that their

native ES sends or receives;

on a regular, periodic basis having the dRMON agents forward statistics and/or

captured packets to a dRMON proxy or collector, existing somewhere on the WAN/LAN

LAN; and

combining received agent data thereby creating at the dRMON proxy the a view that a

stand-alone RMON probe would have if all the ES were on the same LAN segment with it.

17. (currently amended) The method according to claim 16 wherein said proxy can mimic the

SNMP responses of a prior art non-distributed RMON probe so that existing network

application management software can interact with the proxy as though the said proxy were a

probe.

18. (currently amended) The method according to claim 16 wherein in a default mode, ESs in

the same multicast domain are treated by a dRMON proxy as though they are on one LAN

segment to RMON applications to interact with the <u>dRMON</u> proxy though it were a <u>RMON</u>

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probe and in an enhanced dRMON Managers a user is provided with the ability to combine

ports and hosts in order to create Virtual LAN (VLAN) definitions to cause the monitoring

function to behave as though all selected hosts were on the same LAN segment being served

by the same RMON probe with the dRMON collector in this embodiment creating and

maintaining several such views with each appearing as one interface to conventional RMON

Management applications.

19. (currently amended) The method according to claim 16 whereby said dRMON agents

perform continual response time monitoring and forward the results to the <u>dRMON</u> Proxy.

20. (currently amended) The method according to claim 16 whereby said software utilizes

native OS APIs to gather information about the ES that could not be gathered via packet

capture and analysis, such as said information being selected from the group consisting of: (1)

Network protocol stack configurations and NIC configurations including problematic

situations; (2) Application information ranging from what protocols an application is bound

to, to its manufacturer, version, file date and time, DLLs used and their versions; (3) System

information such as memory, CPU, disk space, current resource utilizations; and (4) System

performance metrics.

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